

4th Edition Racial Modifiers and Key Abilities

PHB Races	Str	Dex	Con	Int	Wis	Cha	Var	Skills
Dragonborn	x					x		History, Intimidate
Dwarf			x		x			Dungeoneering, Endurance
Eladrin		x		x				Arcana, History
Elf		x			x			Nature, Perception
Half-elf			x			x		Diplomacy, Insight
Halfling		x				x		Acrobatics, Thievery
Human							x	None (But extra trained skill)
Tiefling				x		x		Bluff, Stealth
MM Races	Str	Dex	Con	Int	Wis	Cha	Var	Skills
Bugbear	x	x						Intimidate, Stealth
Doppelganger				x		x		Bluff, Insight
Drow		x				x		Intimidate, Stealth
Githyanki			x	x				History
Githzerai		x			x			Acrobatics, Athletics
Gnoll		x	x					Intimidate
Gnome				x		x		Arcana, Stealth
Goblin		x				x		Stealth, Thievery
Hobgoblin			x			x		Athletics, History
Kobold		x	x					Stealth, Thievery
Minotaur	x		x					Nature, Perception
Orc	x		x					None
Shadar-Kai		x		x				Acrobatics, Stealth
Shifter, Longtooth	x				x			Athletics, Endurance
Shifter, Razorclaw		x			x			Acrobatics, Stealth
Warforged	x		x					Endurance
Classes	Str	Dex	Con	Int	Wis	Cha		Notes
Cleric	x				x	x		
Fighter	x	x	x		x			Necessity of Dex, Con and Wis depends largely on weapon choice
Paladin	x				x	x		
Ranger	x	x			x			
Rogue	x	x			x			
Warlock			x	x		x		Infernal emphasizes Con; Fey emphasizes Cha; Star uses both
Warlord	x			x		x		
Wizard		x		x	x			